



LEVEL 3

Week 3

Team Paragon January 27, 2018

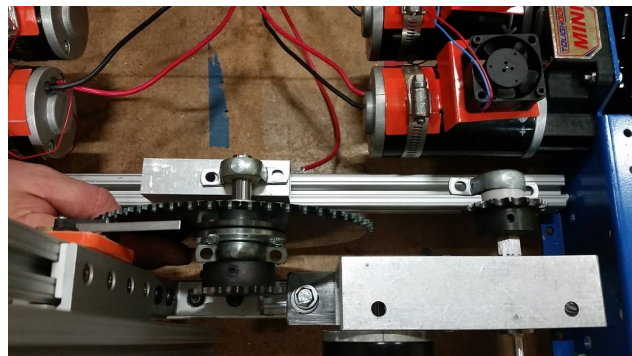
~ WEEK 3 ~

Started work on final bot!

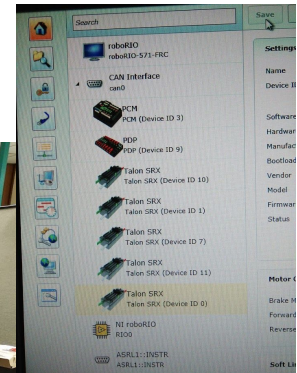
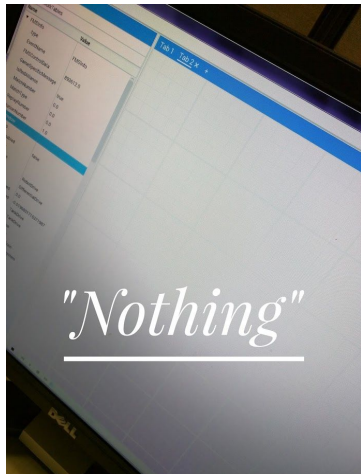
- BUILD -



This week we started to put together our final robot. We assembled the chassis and the transmissions. We have also installed a new elevator system that will allow us to drop power cubes into the tray at the top of the scale. We also manufactured custom spacers that allowed exact spacing for the driving gear of the elevator. We used a lathe to manufacture these parts for more precise measuring and clean finishes.



- PROGRAMMING -



In programming this week we were able write to code drive the practice robot effectively. More code was written that allowed us to pick up the game's power cubes. Together, these aspects will allow us to drive our practice robot. All we need now is to code for operating the elevator and pneumatics.

- PLAY FIELD -



Our playfield is coming along; in addition to completing the scale, our “boss” was installed.

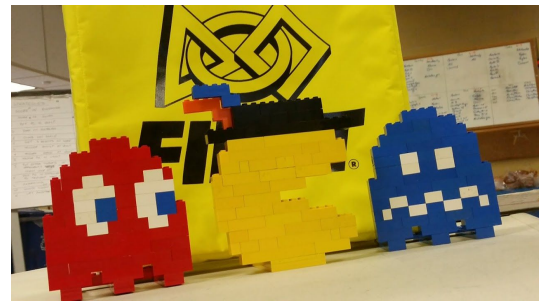
IT'S EMMET!!!!!!!!!!

One of our Mentors surprised us at the end of lunch on Saturday with a hand crafted 4 ft tall Emmet. This surprised everyone especially our Imagery Mentor. She couldn't stop talking about it. The reason for Emmet is our imagery this year will be based of the Lego Movie.



IMAGERY -

After brainstorming a number of different potential robot characters and themes, we decided on Emmet, from The Lego Movie! This will let us create different aspects of our imagery with a Lego theme, such as little Pac Man characters. Team members have all been feverishly constructing many different Team Paragon, FIRST and vintage video game structures. We are also finding similarities of Team Paragon, FIRST Robotics and The Lego Movie.



- WEB -

This week we updated our [website](#) to have the recent links to the Captains Updates. Also we archived past mentors and graduated students. We are continuing to update sponsors and pictures throughout the website.

-Time to level up with FIRST Power Up! -

For more on Team Paragon visit our website and our team update

Team-paragon.org

2018 FIRST POWER UP GAME ANIMATION

If you haven't already, don't forget to check out this year's game animation!



<https://youtu.be/HZbdwYiCY74>

Tell your friends that might be interested in robotics, STEM or Team Paragon. We love to share our enthusiasm with new students and mentors. No experience is necessary, just a ready attitude to learn and get excited!

Contact us at teamparagon571@att.net

During the build season, we meet:

Mondays, Tuesdays, Wednesdays 6-9

Saturday 10-5

Sunday 1-6

UPCOMING EVENTS

-Suffield Shakedown

February 17, 2018: Our team will hopefully be taking part in a practice scrimmage with some other teams in the state to practice.

-Waterbury Competition (Wilby High School)

March 9th-11th 2018: First Competition!!!

-Hartford Competition (Hartford High)

April 6th-8th : Second Competition!!!

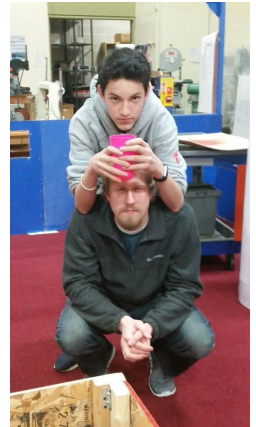
“Quotes of the Day”



“Anything but Emmett”

“Use the Kragle”

“Sounds like a terrorist movement”
-Sam
-Om



“80's rock is old”
-Sam
“Sounds like a terrorist movement”
-Om

“it's like an airplane”

FIRST® Robotics Competition Game

FIRST® POWER UPSM the 2018 FIRST® Robotics Competition game, finds our teams trapped in an 8bit video game! Teams use power cubes to defeat the boss.

Each three-team alliance has three ways to help defeat the boss:

1. **Owning the scale or their switch.**
Ownership occurs when the scale or alliance's switch is tipped in their favor. Robots collect and deliver power cubes to gain ownership.
2. **Playing power ups.** Alliances exchange power cubes for power ups. Power ups provide a timed advantage during the match. There are three power ups that can be played: Force, Boost, and Levitate.
3. **Climbing the scale tower.** Robots work together to climb the scale tower to face the boss.

Autonomous Period:

Robots operate independently following preprogrammed instructions for the first fifteen seconds of the match.

Alliances score points by:

- Reaching their own autonomous line
- Gaining ownership of the scale or their switch

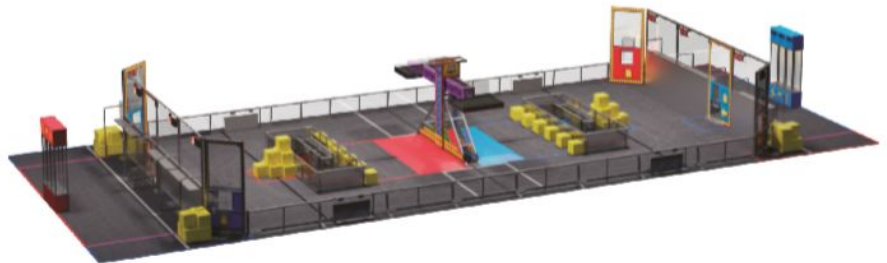
Teleoperated Period:

Operators take control for the final two minutes and fifteen seconds of the match.

Alliances continue to score points by:

- Gaining ownership of the scale or their switch
- Delivering power cubes to the alliance's vault
- Using power ups for a timed advantage
- Parking on the scale platform or climbing the scale to face the boss

The alliance with the highest score at the end of the match defeats the boss and wins.



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Join our photos album to see everything we've been up to!

goo.gl/photos/3hCD3D8p1bRMx5By8

Alanna and Cameron